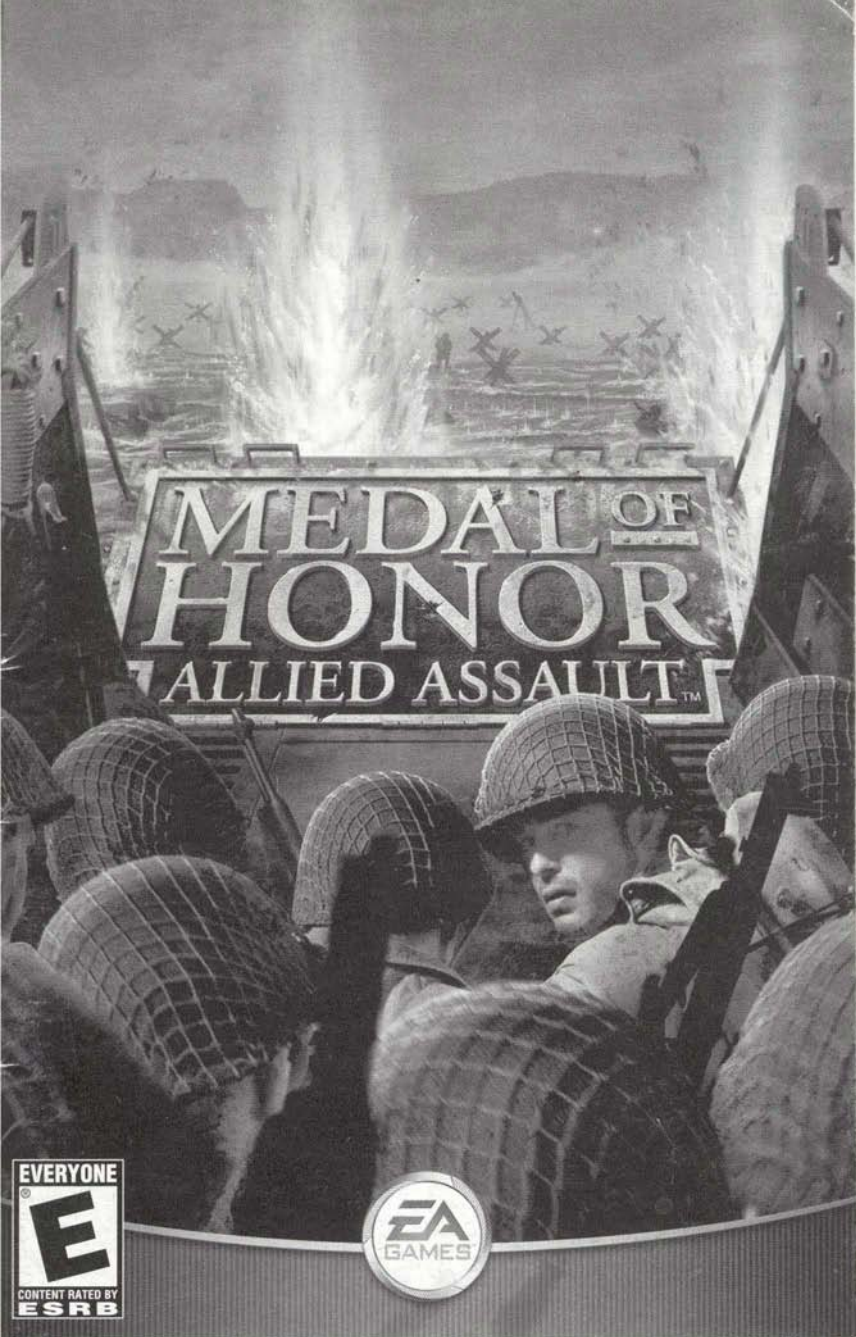

MEDAL OF HONOR
ALLIED ASSAULT™
EVERYONE
E
CONTENT RATED BY
ESRB
EA GAMES

BASIC GAMEPLAY CONTROLS

Review these basic controls for *Medal of Honor Allied Assault*™ before you hit the beaches of North Africa.

MOVEMENT

★ **None Set** indicates that choices can be set from within the game, although none is set by default.

★ **Free Look** lets you control your view directly by moving the mouse to face in any direction. It combines the functionality of Turn Left/Right, and Look Up/Down. Free Look is highly recommended.

ACTION	PRIMARY	ALTERNATE
Free Look/Aim weapon	Mouse	N/A
Look Up	None Set	None Set
Look Down	None Set	None Set
Move forward	W	None Set
Move backward	S	None Set
Jump	SPACEBAR	None Set
Crouch	Left CONTROL	None Set
Turn left	None Set	None Set
Turn right	None Set	None Set
Strafe Left	A	None Set
Strafe Right	D	None Set
Run/Walk (hold to use)	Left SHIFT	None Set
Always-Run Toggle	None Set	None Set
Center View	None Set	None Set

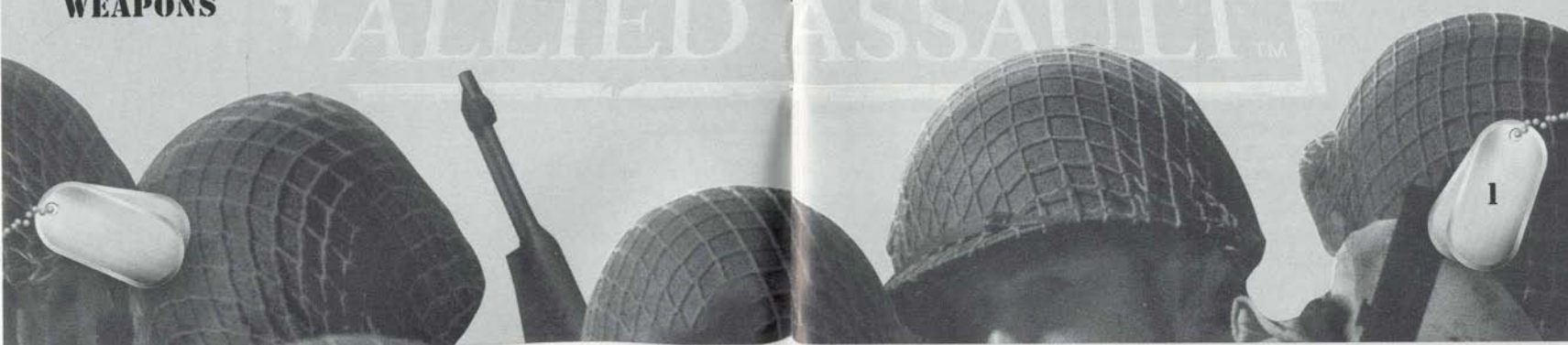
WEAPONS

ACTION	PRIMARY	ALTERNATE
Primary attack	Mouse button 1	None Set
Secondary attack	Mouse button 2	None Set
Reload Weapon	R	None Set
Use (Action)	E	None Set
Select Weapon	1 – 6	None Set
Holster Weapon	Q	None Set

OTHER

ACTION	PRIMARY	ALTERNATE
Pause Game	PAUSE	N/A
Save/Load Game Screen	F4	N/A
Review Objectives/Scores	TAB	None Set
QuickSave	F5	None Set
Load last QuickSave	F9	None Set

NOTE: In addition to these basic moves, *Medal of Honor Allied Assault* includes many enhanced control features. For more detailed information about gameplay controls, ➤ ***Complete Controls*** **on p. 5.**



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This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

INTRODUCTION

You're going in first. That's what they told you and deep below decks you and your platoon got your gear ready hours before the rest of the 1st Ranger Battalion. A covert agent has been compromised, and you're going to get him back, before Nazi interrogators force him to spill the beans about the invasion. It's America's first step into the European theater, and you're the one to take it. Because you're the leader of one tight squad of Rangers. Because your superiors have been watching you. Because your country needs it done.

In *Medal of Honor Allied Assault*, you don the combat boots of Lt. Mike Powell, a promising young Ranger who's shown the ability and the willingness to take on the toughest assignments. It's 1942 and the time is at hand for America to enter the fray. Allied forces are poised to strike the coast at Port Arzew in North Africa. However, before the invasion has begun, it may already be compromised, unless you can rescue the captured agent.

Medal of Honor Allied Assault drops you into history at the cusp of the European Campaign of World War II. Through a variety of missions, you march across the sands and fields of history towards victory over Germany. In richly detailed environments featuring realtime dynamic lighting and authentic military details and costuming, you engage in rescue, reconnaissance, demolition, and assault missions for the Rangers and, in time, for the newly formed Office of Strategic Services. The OSS needs field agents who can get to places that no one else can. Alone or as part of a team, you penetrate enemy installations as the Allied forces move closer and closer to the greatest mission of all: Operation Overlord, otherwise known as D-Day.

LT. MIKE POWELL

DOB: May 5, 1916.

POB: Rice Lake, WI

Education: West Point: Military History, Languages

Languages: English, German

Prior to his entry into military service, Lieutenant Mike Powell completed a degree in military history and languages at West Point. He served as a rifleman in the 34th Infantry Division, where he showed marksmanship and fieldcraft second to none amongst the thousands of applicants to the 1st Ranger Battalion.

May 27, 1941: Graduated from the United States Military Academy at West Point, and issued a commission as a 2nd Lieutenant in the U.S. Army. Transferred to the 34th Infantry Division.

October 25, 1941: Promoted to full (1st) Lieutenant.

April 16, 1942: Volunteered for the 1st Ranger Battalion. Passed interview and selection process at Carrickfergus.

June 19, 1942: 1st Ranger Battalion activated.

FOR MORE INFO about this and other titles, check out EA GAMES™ on the web at www.eagames.com.

NOTE: See enclosed Install Guide for Warranty and Technical Support information.

COMPLETE CONTROLS

In addition to the following complete set of default keyboard controls, you can completely configure how you control *Medal of Honor Allied Assault*. Whether you play with the keyboard, mouse or joystick, you can configure the controls just as you want them.

NOTE: Options listed here are default keyboard settings. You can configure these settings through the Options screen (➤ *Options* on p. 10.) and can set the game to work with a joystick.

MOVEMENT

★ None Set indicates that choices can be set from within the game, although none is set by default.

ACTION	PRIMARY	ALTERNATE
Look/Aim weapon	Mouse	N/A
Move forward	W	None Set
Move backward	S	None Set
Jump	SPACEBAR	None Set
Crouch/Prone	Left CONTROL	None Set
Turn left	None Set	None Set
Turn right	None Set	None Set
Look Up	None Set	None Set
Look Down	None Set	None Set
Center View	None Set	None Set
Strafe left	A	None Set
Strafe right	D	None Set
Run/Walk (hold key)	Left SHIFT	None Set

Always-Run Toggle	None Set	None Set
DM Lean Left	Z	None Set
DM Lean Right	C	None Set

NOTE: Deathmatch (DM) commands apply only to Multiplayer sessions.

WEAPONS

NOTE: Some weapons do not have a secondary attack.

★ None Set indicates that choices can be set from within the game, although none is set by default.

ACTION	PRIMARY	ALTERNATE
Primary attack	Mouse button 1	None Set
Secondary attack	Mouse button 2	None Set
Use (Action)	E	None Set
Reload Weapon	R	None Set
Holster Weapon	Q	None Set
Next Weapon	Mousewheel Up	None Set
Previous Weapon	Mousewheel Down	None Set
Select Pistol	1	None Set
Select Rifle	2	None Set
Select Submachine Gun	3	None Set
Select Machine Gun	4	None Set
Select Grenade	5	None Set
Select Heavy Weapon	6	None Set
Use Papers/Binoculars	7	None Set
DM Drop Weapon	H	None Set

NOTE: DM commands apply only to Multiplayer sessions.

OTHER

★ None Set indicates that choices can be set from within the game, although none is set by default.

ACTION	PRIMARY	ALTERNATE
Pause Game	PAUSE	N/A
Review Objectives/Scores	TAB	None Set
QuickSave	F5	None Set
Load last QuickSave	F9	None Set
Select DM Team	U	None Set
Select DM Primary Weapon	P	None Set
DM Quick Message	Y	None Set
DM Quick Team Message	T	None Set
DM Voice Message Main	V	None Set
DM Voice Message Squad	None Set	None Set
DM Voice Message Commands	None Set	None Set
DM Voice Message Responses	None Set	None Set
DM Voice Message Taunts	None Set	None Set
DM Voice Message Team Taunts	None Set	None Set

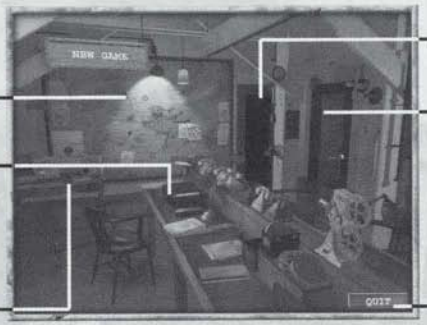
NOTE: DM commands apply only to Multiplayer sessions.

SETTING UP THE GAME

From the Map Room, you can go to any adventure in the world of *Medal of Honor Allied Assault*. Play a single-player game, or join thousands of other Medal of Honor players online. You can also load a previously saved game or change your gaming options before setting off on a new mission.

MAP ROOM (MAIN MENU)

Before you head for North Africa, get familiar with the available resources in the Map Room, which is the Main menu of the game. From here, you can set gaming options, enter Internet multiplayer games, review your briefings and medals, load or save games or set off on a new adventure.



NEW GAME: START A NEW GAME OR PLAY THROUGH BASIC TRAINING.

LOAD/SAVE & MEDAL CASE: LOAD A SAVED GAME OR VIEW MEDALS FOR YOUR COMPLETED MISSIONS (➤ *LOAD/SAVE & MEDAL CASE* ON P. 32)

OPTIONS: SET GAMEPLAY, CONTROLLER, AUDIO AND VIDEO OPTIONS (➤ *OPTIONS*, P. 10)

GO HEAD-TO-HEAD AGAINST FRIENDLIES AND FOES VIA LAN OR INTERNET PLAY

HEAD TO THE BRIEFING ROOM TO GET STARTED ON THE NEXT MISSION

EXIT TO WINDOWS

NEW GAME	Start a new game of *Medal of Honor Allied Assault*. ➤ *New Game* below.
OPTIONS	Set control, audio and video options in the game. ➤ *Options* on p. 10.
LOAD/SAVE & MEDAL CASE	Load or save games, and review the medals that you have earned. ➤ *Load/Save & Medal Case* on p. 32.
BRIEFING ROOM	Go to the Briefing Room to replay an unlocked mission at any time or to visit Basic Training. ➤ *Briefing Room* on p. 10.
MULTIPLAYER	Set up for multiplayer and then join or create a multiplayer game. ➤ *Multiplayer* on p. 26.
QUIT	Exit *Medal of Honor Allied Assault* and return to Windows.

✧ To view the credits for all of the hard-working individuals who have brought *Medal of Honor Allied Assault* to life, click on the movie projector.

NEW GAME

Start a new game.

✧ To start a new game, click NEW GAME, which takes you to the Briefing Room. If you are new to the game, we suggest you take a run through Basic Training to gain a fundamental understanding of the skills you will need.

✧ To verify you are ready for the field you can visit Basic Training by clicking the clipboard next to the map.

✧ To restart a different saved game, select LOAD/SAVE & MEDAL CASE in the Map Room. ➤ *Load/Save & Medal Case* on p. 32.

✧ To return to the Map Room, click BACK. ➤ *Map Room (Main Menu)* on p. 8.

SELECT DIFFICULTY

When starting a new game, you set the difficulty level for your game after clicking on ARZEW on the map.

EASY	Health packs are more plentiful and enemies are easier to defeat.
MEDIUM	Enemies are more difficult to kill and health packs are harder to find.
HARD	Enemies are deadly and health packs are very sparse. Don't get hit.

★ After selecting your difficulty level, you will be briefed by Colonel Hargrove. He will give you the latest situation intel on the area and describe your objectives. When the briefing is complete, or if you choose to skip it, the level is loaded. When prompted, click CONTINUE to enter the action.

BRIEFING ROOM

You can replay any mission you have already played from the Briefing Room.

✧ To begin a mission, click its location on the map (which will begin the briefing for that mission).

OPTIONS

Set audio, video and controls options in the Options screen.

✧ To change a set of options, click the appropriate button on the screen.

✧ To accept the changes, click APPLY.

✧ To restore default settings, click DEFAULT.

✧ To return to the Map Room without making changes, click BACK or press ESC.

NOTE: Default settings, where applicable, are BOLD.

CONTROLS

KEYBOARD

You can map any game action to any key on the keyboard (as well as mouse buttons). Depending on how you like your configuration, you can also use the secondary function key to perform the same action.

✧ To remap a keyboard (or mouse) control, double-click under the appropriate column for the keyboard control that you want to change. When prompted, press the new key or mouse button. To cancel the remapping, press ESC.

MOUSE

You can change the sensitivity and the directional control of your mouse.

✧ To change the sensitivity of your mouse, set the speed with the slider bar.

✧ To invert the controls of the mouse, click the checkbox next to Invert Mouse.

NOTE: Some gamers prefer to invert the mouse controls. With the mouse inverted you push forward to look down and pull back to look up.

✧ To smooth the effects of moving the mouse, click the checkbox next to Smooth Mouse.

✧ To always run in the game, click the checkbox next to ALWAYS RUN.

★ If you choose to Always Run in the game, you can still walk by holding down the Run/Walk key.

AUDIO

You can toggle and set the volumes for the music and all sound in the game. You can also set the data quality of audio playback though higher settings may affect game performance.

✧ To set the master volume or music volume, adjust the appropriate slider bar.

✧ To set sound quality, choose LOW, MEDIUM or HIGH.

✧ To define your speaker configuration for the game, select TWO SPEAKERS, QUAD SPEAKERS, HEADPHONES, or SURROUND.

VIDEO

Your video settings can have a dramatic effect on the speed and quality of your gaming experience. Experiment with these settings to get the best balance for your system between realism and frame rate in the game.

SCREEN RESOLUTION: Set the screen resolution for your monitor: 512 x 384, 640 x 480, 800 x 600, 1024 x 768, 1152 x 864, 1280 x 1024 or 1600 x 1200. Higher settings for screen resolution may decrease the game's frame rate.

COLOR DEPTH: Define the basic color depth in the game: DEFAULT, 16-BIT or 32-BIT.

★ The default for Color Depth is based on the specifications of your system. It is recommended that you accept whatever is the displayed setting.

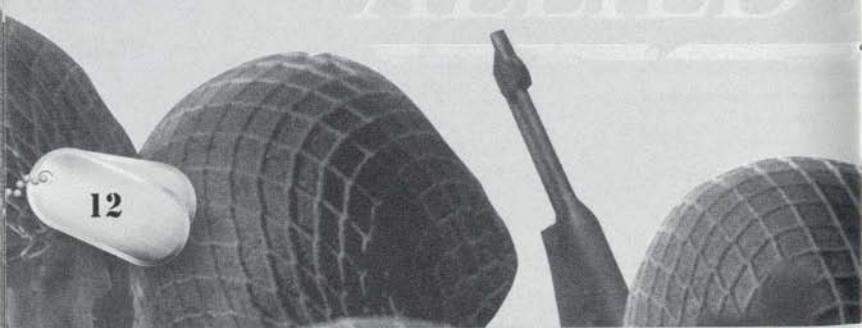
TEXTURE DETAIL: You can configure the level of detail of displayed textures in the game: LOW, MEDIUM or HIGH.

TEXTURE COLOR DEPTH: Set the color depth for game textures: DEFAULT, 16-BIT or 32-BIT.

★ The default for Texture Color Depth is based on the specifications of your system. It is recommended that you accept whatever is the displayed setting.

TEXTURE FILTER: What type of texture filter do you want used? BILINEAR or TRILINEAR.

★ Trilinear filtering improves visual quality yet impacts performance. Try both to figure out the optimal setting for your system.



WEATHER EFFECTS: Toggle display of weather effects in the game ON/OFF.

WALL DECALS: Toggle display of decals (explosion scorch marks, bullet holes, etc.) in the game ON/OFF.

TEXTURE COMPRESSION: Toggle the use of texture compression in the game ON/OFF.

★ Video cards that support texture compression can take advantage of textures stored at higher resolutions. By using the better textures and built-in hardware compression, better visual effects can be achieved. See your video card documentation for details on texture compression.

✧ To change the brightness of the levels in the game, use the Brightness slider bar.

ADVANCED

The advanced visual and gaming settings let you configure the details of your game. Some of these settings may have significant effects on game performance.

VIEW MODEL: What part of the model of your player should be displayed in the game? NONE, GUN ONLY or FULL.

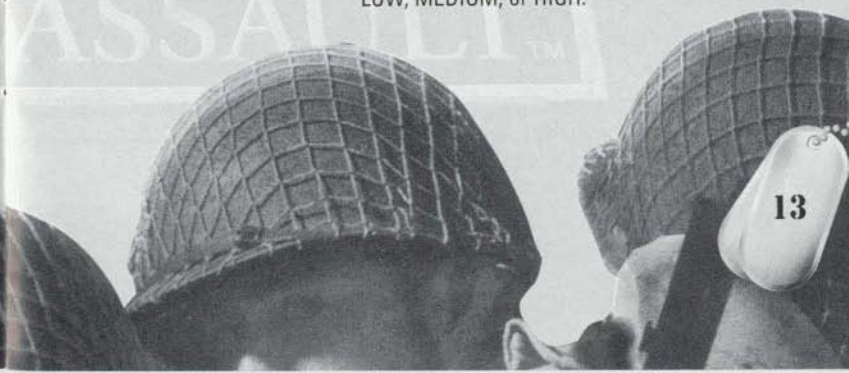
SHADOWS: Set the level of shadowing in the game. NONE, SIMPLE or COMPLEX.

TERRAIN DETAIL: Adjust the level of detail for the terrain in the game: LOW DETAIL, MEDIUM DETAIL, HIGH DETAIL, or MAX DETAIL.

MODEL DETAIL: What is the level of detail for the models in the game? LOWEST, LOW, MEDIUM, HIGH, HIGHER or HIGHEST.

EFFECTS DETAIL: Toggle and set the display of special effects in the game: MINIMUM, LOWER, LOW, MEDIUM, HIGH, HIGHER or MAX.

CURVE DETAIL: Smoother but slower curved surfaces. LOWEST, LOW, MEDIUM, or HIGH.



SUBTITLES: Toggle display of English subtitles in the game ON/OFF. Non-critical German dialogue will not be subtitled even with this on.

STATIC DECALS: Adds an extra level of detail such as dirt and shadows at the cost of some performance. ON/OFF.

REAL DYNAMIC LIGHTING: Slower but better-looking dynamic lighting. This affects spotlights, weapons and explosions. ON/OFF.

FULL ENTITY LIGHTING: Slower but better-looking lighting on characters. ON/OFF.

VOLUMETRIC SMOKE: Slower but more detailed smoke effects. ON/OFF.

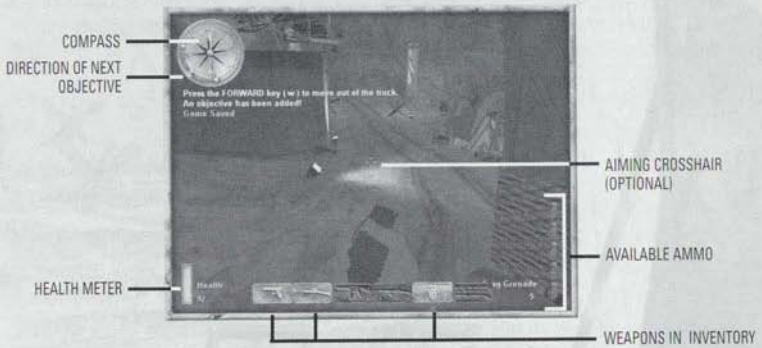
CROSSHAIR: Toggle display of the aiming crosshair in the game ON/OFF.

CONSOLE: Toggle the ability to bring down the console. ON/OFF. With this option ON, use the tilde (~) to bring down the console.

WEAPONS BAR: Toggle the display of the Weapons Bar when switching weapons **ON**/OFF.

PLAYING THE GAME

You can't get it done with just a gun, as Colonel Hargrove likes to say. The best field agents use their weapons only when necessary.



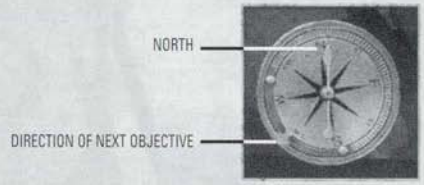
MISSION OBJECTIVES

A field agent must prepare to complete the objectives of the mission, yet he must be able to adapt to changing circumstances in a heartbeat. When possible, Colonel Hargrove provides updates via radio or messenger. If you are unsure of your mission objectives, be sure to check with the current list.

✧ To pull up the list of **mission objectives**, press TAB.

COMPASS & NAVIGATION

In the top-left corner, the compass assists you in navigation. An arrow in the outer rim points in the direction of your next objective. Two ball bearings on either side of this arrow will get closer together as you near the objective. Keep in mind that twists and turns in corridors and streets may force you to veer off of this heading in order to reach the waypoint. In some situations, the objective may be directly above or below you, but the compass does not indicate whether you should go up or down.



Your compass can also inform you from which direction you have been hit. When a bullet hits you, a quadrant on the compass briefly flashes red to indicate the direction from which the bullet came.

HEALTH & THE HEALTH METER

Of primary concern to OSS is the health of our agents in the field.

To restore your health, look for the following items:

Medicinal Canteen	Restores 25% of your total health
First Aid Kit	Restores 50% of your total health
Field Surgeon Pack	Restores 100% of your health

EA TIP: If you find a first aid kit or a field surgeon pack when you are at or near maximum health, you may not want to consume it. Instead, remember its location in case you need it after the next firefight.

WEAPONS

OSS field agents are trained to use virtually any weapon that may be found during a mission.

✧ To **aim**, use the mouse.

NOTE: If you prefer, you can invert the controls on the mouse. For more information, ➤ *Mouse* on p. 11.

✧ To attack with your weapon's **primary fire attack**, press the left mouse button.

✧ To attack with your weapon's **secondary fire attack**, press the right mouse button.

✧ To **strafe left or right**, press A or D.

✧ To **reload your weapon**, press R.

✧ To **holster your weapon**, press Q.

✧ To cycle though all available **weapons**, use the **mousewheel up** or **mousewheel down**.

✧ To switch instantly to a given **weapon**, press 1 through 6.

★ You must have the weapon type designated by the number key in your possession to use it, ➤ *Weapons* on p. 6.

USING ITEMS

Do not hesitate to use unconventional methods and tools to accomplish your mission.

✧ To **pick up an item**, move over it or place your cursor over it and hit the E key.

✧ To **use a collected item**, move into the proper position for its deployment and press the E key.

✧ To **open a door or gate**, press the E key.

PAPERS

In the field you may need to acquire enemy papers to pass through secured checkpoints. After securing a uniform, you should be able to move freely among the enemy, as long as your weapon is holstered.

✧ To **show your papers**, press 7.

✧ To **holster your weapon**, press Q.

BINOCULARS

As you approach secured areas, use a set of field glasses to assess the situation from distance. Then, select your approach and execute the plan. Binoculars can also be used to call in air strikes and artillery strikes on certain targets.

✧ To **raise the binoculars**, press 7. Use the left mouse button to call in an airstrike.

ALARMS

Even though you are entering occupied territories, the Axis powers have quickly established sophisticated security systems to catch intruders.

✧ To **disable or activate an alarm**, move in front of it and press the E key.

IN DISGUISE

When you are in disguise and attempting to blend among the enemy troops, keep a few things in mind:

★ Stay away from officers, they will recognize your disguise.

★ You may be required to show papers. Acquire papers from enemy personnel.

★ You must keep your weapon holstered while in disguise. Anyone with a drawn gun receives attention.

PAUSING THE GAME

During gameplay, you can pause the game and return to the Map Room to set audio, video and gameplay options or exit to Windows.

✧ To pause the game, press PAUSE.

✧ To pause the game and return to the Map Room, press ESC. For more information, ➤ *Map Room (Main Menu)* on p. 8.

✧ To QuickSave the game during gameplay, press F5.

For detailed information on these weapons and vehicles, go to www.mohaa.ea.com.

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WEAPONS, VEHICLES AND REWARDS

ALLIED WEAPONS

The following weapons have been assigned to the forces in your theaters of operation. Be sure that you are familiar with the abilities and limitations of each firearm and explosive.

COLT .45

When the opposition gets close, close your hand on your Colt .45. Reliable and accurate, the Colt .45 is the finest American military sidearm ever made. Each of seven rounds in your clip can deliver lethal force against well-protected opposition. The kick is heavy.

OSS HI-STANDARD SILENCED PISTOL

The Hi-Standard Model H-D is the OSS choice for suppressed pistols behind enemy lines. The weapon is quite accurate, easy to maintain and, most importantly, quiet. An excellent performer under pressure.

M1 GARAND

Popular for its caliber, muzzle velocity and semi-automatic capabilities, the Garand has proven to be superior over earlier, bolt-action rifles. However, its eight round clip is difficult to reload when partially used; in the field, soldiers tend to fire off all eight rounds before loading a fresh clip. When automatically emptying a spent clip, the M1 Garand emits a distinct 'ping' sound.

SPRINGFIELD '03 SNIPER RIFLE

The internal magazine used in the Springfield 1903 sniper rifle is only five rounds, so snipers often use Colt 45s as sidearms. Because the position of the scope significantly obstructs the clip feed, rounds have to be inserted one at a time. This accurate weapon does expose you to return fire. Make your first shot count.

THOMPSON SUB-MACHINE GUN

Although many complain about the weight of the Tommy gun, it performs as designed: a rapid-firing sweep-and-clear weapon for close quarters. Its 30-round clip can be emptied in less than three seconds.

BROWNING AUTOMATIC RIFLE

Unloaded, the Browning Automatic Rifle (BAR) is a load. Loaded and ready to fire, it is worth its weight. Use it as a "base of fire" weapon to cover advancing troops. Has a 20-round clip.

MARK II FRAG GRENADE

The lethal range of this hand grenade is 50 yards, so when you throw a Mark II grenade, duck and stay down until it has had detonated. Two grenades are standard-issue for each GI.

BAZOOKA

A simple weapon, the bazooka propels a rocket-mounted three-pound grenade in the direction where the tube is pointed. Early models required two soldiers to operate, one to fire and one to load. And, they were often dangerous. However, design flaws have been eliminated, and the bazooka has become an effective field weapon.

WINCHESTER SHOTGUN

Originally designed as a police weapon, the Winchester Shotgun packs a short, solid punch. This solid-framed, pump action shotgun houses a 20-inch barrel that creates a wide dispersal pattern in the vicinity of the shooter.

M1919A4 .30 CAL MOUNTED MACHINE GUN

While earlier water-cooled versions were noted for their higher rates of sustained fire and accuracy, the air-cooled M1919A4 has become preferred on the front lines. Some are mounted on U.S. Army Jeeps for armed patrols.

AXIS WEAPONS

A good agent can turn the weapons of his enemies against them. The Germans have produced some very fine weapons—some, in fact, superior to the Allied equivalent. Do not hesitate to acquire these pieces for your use.

WALTHER P38

The lean P38 semi-automatic pistol is a weapon for the long haul. Its reliable firing mechanism makes it a favorite among officers of the Wehrmacht.

MAUSER KAR 98K

This repeating rifle with a blunted nose is in the hands of all German soldiers for basic training. For many, it is their only weapon in combat yet is useful in most situations.

KAR 98 SNIPER RIFLE

Adding a ZF41 2.5x Scope or a ZF42 5x scope to the KAR 98K turns it into an effective sniping weapon. In dense areas of Western Europe, snipers are a persistent threat.

MP40 SUBMACHINE GUN

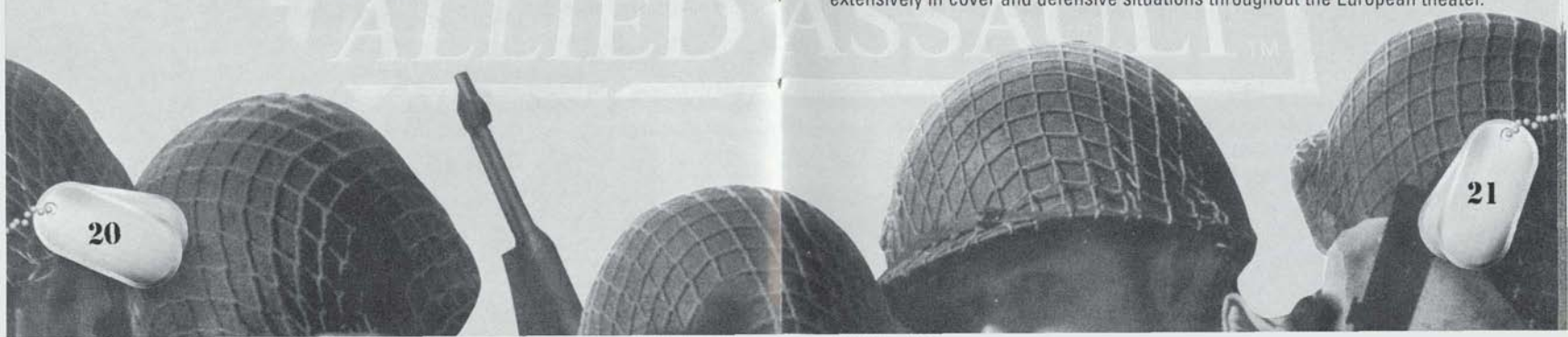
A simple technical innovation to the hammer eliminated the problems of the MP38, and the MP40 was born. Effective in close combat and clean in construction, the MP40 is very cheap to make, as its parts are machine-stamped.

STG44 STURMGEWEHR

Tests among German engineers have shown that their standard rifle cartridges are too long and too difficult to target in fully automatic weapons, so the StG44 Sturmgewehr fires a shorter cartridge. In meeting Hitler's demands for increased production of submachine guns and light machine guns, the StG44 is considered a resounding achievement of technology and production.

MG42 MOUNTED MACHINE GUN

A unique, delayed blowback firing system allows the gun to achieve rates of fire three times greater than any American machine gun. MG42s are used extensively in cover and defensive situations throughout the European theater.



STIELHANDGRENATE

A well-designed grenade delivers two lethal weapons: the concussive force of the explosion and the fragments of the grenade shell. The Stielhandgrenate, or "Stick Hand Grenade" in German, can be thrown considerable distances because of its shape. However, it is not an effective fragmentation weapon.

PANZERSCHRECK

The larger cousin to the grenade-launching Panzerfaust, the Panzerschreck propels a rocket-powered grenade from a shoulder-held tube. A rough shield with a small opening for aiming provides the operator with some protection from the exhaust blast of the rocket.

REWARDS AND MEDALS

To receive rewards is not the purpose of a military campaign. However, it is important to acknowledge those individuals whose service and accomplishments have gone beyond the call of duty.

NOTE: Campaign medals are not awarded for simply doing your duty. They are awarded for completing secret objectives that require extra initiative above and beyond the call of duty. When you receive a medal, you can review your commendation by clicking on the medal in the Medal Case.

★ For more information on the Congressional Medal of Honor, the highest individual achievement in the US Armed Forces, ➤ *Medal of Honor* on p. 33.

CAMPAIGN MEDALS

You can earn one medal in each campaign based on a unique, meritorious action you perform during that campaign. The following medals may be earned during your campaigns:

THE LEGION OF MERIT is awarded to any member of the US Armed Forces for exceptionally meritorious conduct in the performance of outstanding services and achievements.

THE NORWEGIAN WAR CROSS WITH SWORD is awarded to Norwegians and allies who aided in the defense of Norway. It was bestowed to soldiers for the most conspicuous bravery and leadership before the enemy.

THE AMERICAN CAMPAIGN MEDAL is awarded for service in the U.S. Armed Forces within American Theaters of Operations during the Second World War.

THE GOOD CONDUCT MEDAL is an award to any enlisted personnel that honorably serves in the armed forces for a pre-determined period of time while the country is in a state of war.

THE DISTINGUISHED SERVICE MEDAL is a commendation for exceptionally meritorious service to the government in a duty of great responsibility.

THE ARMY COMMENDATION MEDAL was inaugurated on December 7, 1941 to acknowledge heroism, meritorious achievement or exceptional service in the US Army.

CAREER MEDALS

When you have completed all of your campaigns successfully, you may be eligible for one of the following medals:

THE BRONZE STAR is received for meritorious achievement in service not involving aerial flight in operations against an opposing armed force. It's awarded for completing the game on Easy skill.

THE SILVER STAR is an award for gallantry in action against an opposing armed force. It's awarded for completing the game on Medium skill.

THE DISTINGUISHED SERVICE CROSS is second highest military award in the US Armed Forces and is given for extraordinary heroism in connection with military operations against an opposing force. It's awarded for completing the game on Hard skill.

VEHICLES

ALLIED VEHICLES

HIGGINS BOAT

The Higgins' boat can land armed troops, light tanks, field artillery and other critical equipment on a variety of hostile beach environments. With these smaller boats, enemy harbors do not have to be swept for mines prior to landing troops. These fast boats can literally drive right up to the beach.

JEEP

The primary field car in the European theater, the Jeep meets a number of tough specifications: 600 pound payload capacity, 75in or less wheelbase, a gross weight of under 1,200 pounds, and four-wheel drive capability. The Jeep also features optional attachments, such as a mounted 30in Browning machine gun.

SHERMAN TANK

Although considered inferior to the German medium tanks, the Sherman basic design has produced a number of variants. Most come equipped with a 75mm cannon, share the turret with a .30cal machine gun, and have a .50cal for anti-aircraft defense. The HVAP (high-velocity armor-piercing) rounds of the Sherman tank match well with larger, more powerful tanks on the Axis side.

P-47 THUNDERBOLT AIRPLANE

The Thunderbolt has been relegated to ground-attack duties and has proven to be superior in this role because of its speed and maneuverability. Aerodynamic efficiencies are overcome by the brute force of a Pratt & Whitney 2300 horsepower engine.

C-47 SKYTRAIN AIRPLANE

The C-47 Skytrain is a workhouse of a transport plane, carrying a 7,500lb payload at an operational ceiling of 24,000ft. Other roles include reconnaissance, evacuation, glider towing, psychological warfare and even battle when outfitted with guns.

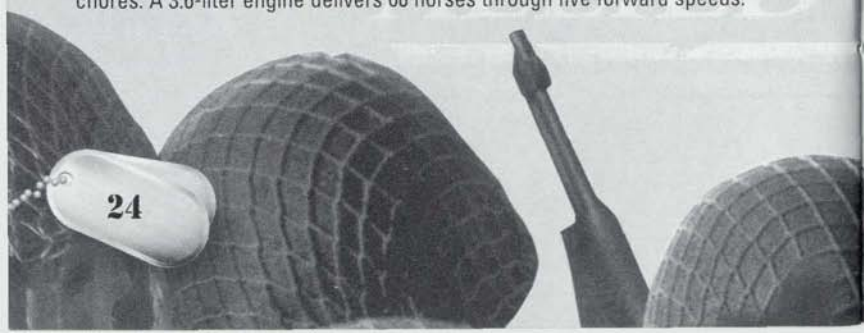
L-4 PIPER CUB AIRPLANE

First introduced in 1937, the unarmed Piper Cub found immediate favor with the military as a training vehicle for pilots. Subsequent versions now feature larger engines, up to 65hp, which can carry its all-metal fuselage at higher speeds. The US Army has put the plane into action as an observation platform, VIP transport and spotter.

AXIS VEHICLES

OPEL BLITZ 3-TON TRUCK

This rear-wheel drive truck serves many functions. Any of several bodies can be slapped onto the chassis whose rugged design can accommodate its different chores. A 3.6-liter engine delivers 68 horses through five forward speeds.



SD. KFZ. 251 ARMORED HALFTRACK

An armored hull sits on top of a 3-ton chassis that can carry troops at sufficient speed to keep pace with tanks units. Among the 22 variants of the 251 are flame-throwers, anti-tank versions, communications hubs and rocket launchers. Most are equipped with an Mg34 machine gun at least.

BMW R75M MOTORCYCLE WITH SIDECAR

By adding a sidecar to this BMW design, a gunner can be carried along to protect the driver and any other cargo on roads or across rougher terrain.

PZ. KPFW. VI TIGER TANK

Despite regular mechanical problems and a low top-speed, the Tiger carries the most effective gun of the war, the 88mm cannon. It is very well-armored and can destroy Sherman tanks from beyond the Sherman's effective range.

PZ. KPFW. WSVI AUSF B 'KING TIGER' TANK (TIGER II OR KING TIGER)

With even better armor than the Tiger I and likewise equipped with the 88mm cannon, the Tiger II is arguably the most powerful tank of World War II. However, its extra weight is a burden to the engine which is identical to that in the Tiger I.

PZ. KPFW. IV MEDIUM TANK

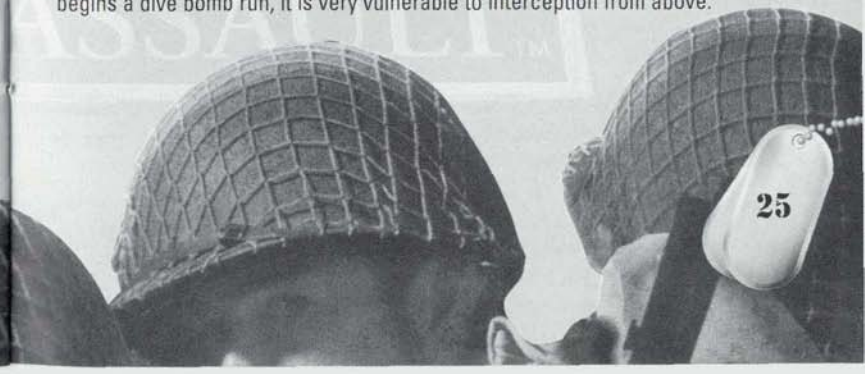
The basic tank chassis of the Pz. Kpfw. IV has spawned a number of derivatives, including a tank destroyer assault gun, a self-propelled 88mm howitzer, and varieties of anti-tank aircraft that use the mounted 20mm quad guns against airborne targets.

FOCKE-WULF FW 190 AIRPLANE

The plane was intended to be a sturdy all-around fighter, and it has quickly proved to be superior to the British Spitfires and better fighter than the Bf 109 at lower altitudes. Changes to its basic radial-engine have allowed the subsequent Fw 190D series of planes to support large frames and to fare well at higher altitudes in interception roles.

JUNKERS JU87 STUKA AIRPLANE

Although effective, the Ju87 requires air superiority before it can attack. When it begins a dive bomb run, it is very vulnerable to interception from above.



MULTIPLAYER

Through the Multiplayer Room, you can enter a new world of online gaming. Play in cooperative objective-based games or free-for-all death match games with *Medal of Honor* fans from all over the world. A set of 11 specially designed multiplayer maps offer new campaigns for honor, glory and victory.

★ You can play as any kind of Allied or Axis soldier in the game. For more information, ➤ *Multiplayer Options* on p. 29.

✧ To create a new game, click START GAME.

✧ To join an existing game, click JOIN GAME.

✧ To change player models, click MULTIPLAYER OPTIONS.

✧ To return to the Main Menu, click MAP ROOM.

NOTE: If you have been playing the campaign, you must click "DISCONNECT FROM GAME" before starting or joining a mulitplayer game.

JOIN GAME

In the Join Game screen, you can review all of the available Internet or LAN games.

✧ Choose JOIN LAN GAME to open an in-game browser that will allow you to find any hosted games on your network.

✧ Choose JOIN INTERNET GAME to connect to a known server (enter the IP address and click CONNECT TO IP ADDRESS) or to use GAMESPY to find available public servers.

✧ To return to the Multiplayer screen without making changes, click BACK.

START GAME

In the Start Game screen, you can create your own multiplayer game and open it to the network community.

Select the type of game that you want to play:

FREE FOR ALL	Every man for himself. No teams. No goals other than destruction and mayhem.
TEAM MATCH	Play team-based deathmatch games against friends and enemies. Then, switch sides and do it again.
ROUND BASED MATCH	Compete in rounds to a pre-determined number of points. Then, replay on the same map or move to a new one.
OBJECTIVE BASED MATCH	Complete a variety of objectives to win the game.

✧ To return to the Multiplayer screen without making changes, click BACK.

GAME SETUP SCREEN

In the Game Setup screen, you configure the type of game that you have selected.

✧ To give a name to your game server, click in the text box next to Game Server Name. Enter a name and press ENTER.

✧ To increase the speed of the game for all users, you can make the host computer a dedicated server. To make the host system a dedicated server, check the appropriate box.

NOTE: A dedicated server cannot have a player playing the game from its keyboard.

✧ To use Gamespy gaming service for Internet-based multiplayer games, check the appropriate box.

✧ To host a non-default map, click SELECT MAP. Select a new map from the drop-down list. To exit without changing your current map, click at the top of the window.

★ You can rotate between multiplayer maps. For more information, ➤ *Map Rotation* on p. 29.

✧ To return to the Start Game screen without making changes, click BACK.

INACTIVE SPECTATE — Set the time in seconds after which an inactive player becomes a spectator and is not automatically re-spawned. **60** seconds is default.

INACTIVE KICK — Set the time in seconds after which an inactive player is kicked out of the game. **900** seconds is default.

MAX PLAYERS — Configure the maximum number of players in the game. **32** players is default. This should be set according to the speed of the Internet connection of the server. Only servers with T1 or equivalent connections should host a 32-player server.

SCORE LIMIT — (Free for All and Team Match only) Sets the score at which the player or team will win the current map.

TEAM WIN LIMIT — (Round and Objective only) Sets the number of rounds that a team will win before being considered the winner of the match.

TIME LIMIT — (Free for All and Team Match only) Set the elapsed time at which the game ends, the winner being the player with the highest score at that time.

MAP ROTATION TIME — (Round and Objective only) This sets the minimum amount of time spent in a particular map. The length of the actual round is based on the map chosen.

MAP ROTATION

You can rotate your game between some or all of the multiplayer maps.

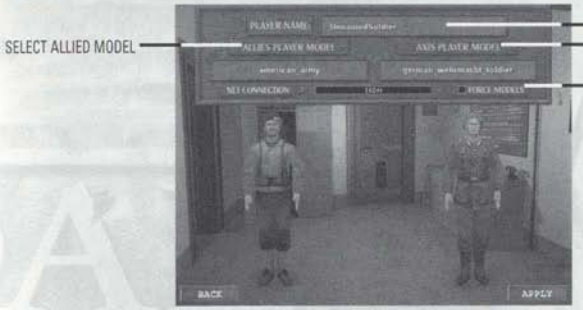
✧ To set the rotation of maps during the multiplayer game, click in the text box. Enter the name of each map, separated by a space. Then press ENTER.

✧ To rotate between all available multiplayer maps, click DEFAULT MAP ROTATION.

✧ To start the game as it is configured, click START GAME. Play begins on the selected map when players have joined and (if needed) selected teams.

MULTIPLAYER OPTIONS

What kind of soldier do you want to be? You can choose the type of model that you want to be in the game, including Axis military models.



✧ To change your name in the game, click in the Player Name textbox and enter a new name. When finished, hit ENTER then click APPLY.

✧ To select a different Allied model, click ALLIES PLAYER MODEL and select a new model from the drop-down list. To exit without changing your current model, click the top border of the drop-down list.

✧ To select a different Axis model, click AXIS PLAYER MODEL and select a new model from the drop-down list. To exit without changing your current model, click the top border of the drop-down list.

- ✧ To force everyone in the game to appear on your computer as the same team model that you selected, check FORCE MODELS.
- ★ If your system has the minimum amount of recommended RAM, you may improve performance by using Force Models.
- ✧ To specify the speed of your net connection, click the arrow and choose the appropriate speed. This may optimize your system's performance in multiplayer games.
- ✧ To apply the changes and return to the Multiplayer screen, click APPLY.
- ✧ To return to the Multiplayer screen without making changes, click BACK.

CAMPAIGNS & MISSIONS

Your missions in the OSS may carry you to every front on the Atlantic seaboard and beyond. While these overviews of the currently active campaigns are subject to change under battlefield conditions, you should be knowledgeable about these areas, the terrain, the enemy forces and possible resources.

Go to http://www.mohaa.ea.com for detailed information on the missions.

LOAD/SAVE & MEDAL CASE

In the Load/Save Game screen, you can load a game, save your current one, or delete old saved games. In the Personal Records screen, you can review the honors you have received during combat.

LOAD/SAVE GAME

- To save your current game, click SAVE.
- To load a saved game, click the name of the game in the list. Then, click LOAD.
- To delete a saved game, click the name of the game in the list. Then, click DELETE. To confirm deletion, click YES. To cancel, click NO.
- To see games not displayed on the screen, use the scroll bars on the right side of the screen.
- To return to the Load/Save & Medal Case screen, click BACK.

PERSONAL RECORDS

Review your medals, honors and commendations that you have earned across North Africa and Europe.

- If you have been awarded a medal, click on it to read the commendation.
- To return to the Load/Save Game & Medal Case screen, click BACK.

MEDAL OF HONOR

"For conspicuous gallantry and intrepidity at the risk of life, above and beyond the call of duty, in action involving actual conflict with an opposing armed force," the Congressional Medal of Honor is the highest award bestowed by the United States on members of its Armed Forces. Awarded by the President of the United States in the name of the Congress, the Medal of Honor acknowledges the greatest achievements and sacrifices of individual soldiers in the uniforms of our country.

Inaugurated in 1862 in the middle of the Civil War, the founding legislation sought to create 2,000 Medals of Honor to be presented "to such non-commissioned officers and privates as shall most distinguish themselves by their gallantry in action, and other soldier-like qualities, during the present insurrection." Since the awarding of the first Medal of Honor to Army Private Jacob Parrot in 1863 for crossing Confederate lines to destroy a railroad, after millions of men and women have served their country through the six subsequent major wars, only 3,433 individuals have risen to the challenge to embrace the qualities that warrant this great distinction.

ABOUT THE CONGRESSIONAL MEDAL OF HONOR SOCIETY

In 1946, the Medal of Honor Society was formed to uphold the qualities of the Medal of Honor and to provide assistance to indigent recipients. Whether they became millionaires or laborers in peacetime, the CMOHS seeks to promote a brotherhood between recipients, for there are no "winners" of the Medal of Honor and no victories on the battlefield without brothers to protect. In so protecting, a number of recipients have given the ultimate gift to their brothers and their country. In their memory and those who have subsequently passed on, the CMOHS retains the record of their valiant actions. For living recipients, the CMOHS seeks to promote full and vibrant lives in peace for these living symbols of what it means to be an American. In times of duress, Americans need to look no further than the Congressional Medal of Honor Society for the values of valor, respect and honor across the spectrum of American backgrounds–the values that make this country great.

Electronic Arts™ is privileged to participate in the Society's continuing education and awareness efforts on behalf of the Congressional Medal of Honor and its recipients. You can learn more about the Society and the recipients at the Society website: www.cmohs.org.

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